NES-8V-USA

Barbie™

Instruction Booklet

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for play on the Nintendo ENTERTAINMENT SYSTEM®

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for play on the

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ENTERTAINMENT
SYSTEM®

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PRECAUTIONS

- The Game Pak is a precision device. It should be kept from extreme temperatures. Never hit or drop it.
- Do not take it apart.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System®.

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ADVISORY
Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

!!WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for purchasing Barbie. Please read this entire booklet for an explanation of the game and helpful playing tips.

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It's almost time for bed...

I'm so excited, I can hardly sleep! I've got a really big day planned tomorrow. Having lunch at the Soda Shop. Going swimming at the beach. And buying a new outfit for my date with Ken tomorrow night. We're going to a big party! Yawn.. well, I better get some rest. Maybe I'll read a few more pages in my book about mermaids first...yawn...maybe not...
Z Z Z Z Z...

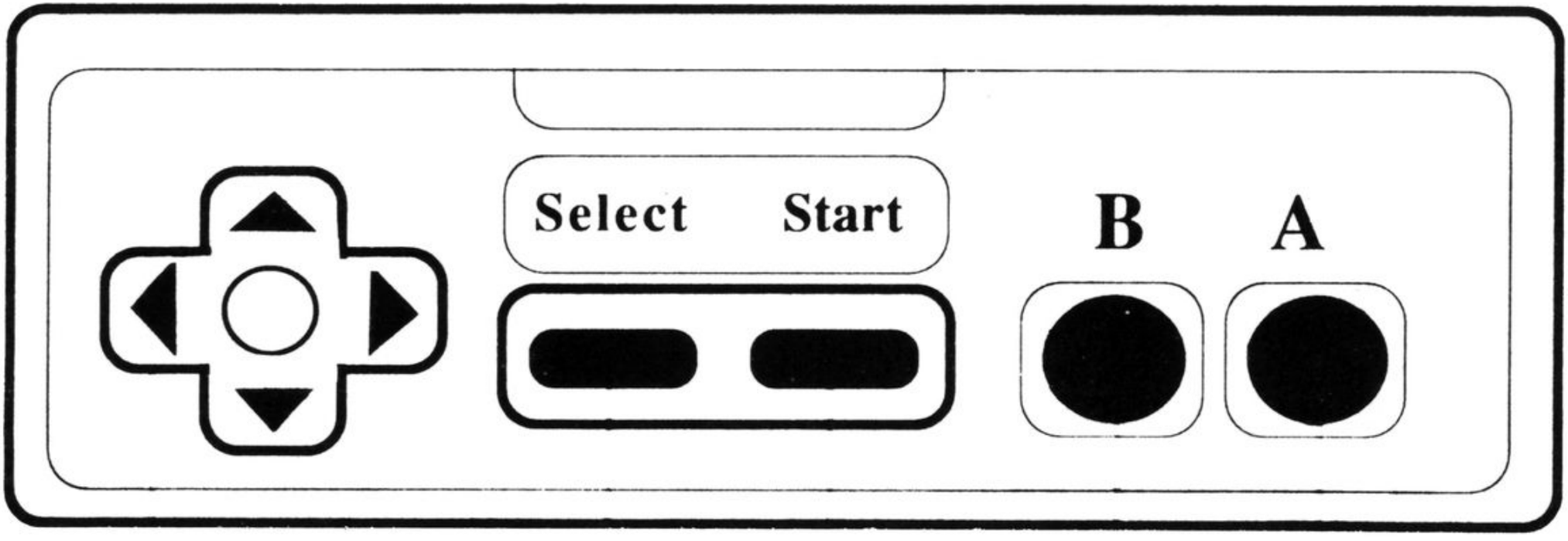
As Barbie drifts off to sleep, she has the most amazing dream. And now you can make that dream come true. Help Barbie travel through magical dream worlds filled with fun and adventure. Along the way you'll encounter dozens of mysterious obstacles and hidden surprises. Use your Charms to overcome them and keep an eye out for the Dream-Ups and Glamour Items that earn you extra time and points. At the end of each world, one piece of Barbie's enchanted ball gown ensemble will be waiting for you. Collect them all and Barbie's off to the Fantasy Ball with Ken!

Barbie's counting on you!

1. Make sure your Nintendo Entertainment System is off.

2. Insert the Game Pak into your Nintendo Entertainment System.

3. Turn on the power. The title screen will appear. Press start and get going!


Select
Start
B
A

- Use the Control Pad to move Barbie left and right.
- Push down on the Control Pad to find the Hidden Charms that wait for Barbie in each world.
- Press the A Button to make Barbie jump up (or swim faster in the Mermaid World).
- Press Select to cycle through the Charms on Barbie's Charm Bracelet.
- Press the B Button to get Barbie to toss the selected Charm to one of her friends. The longer you hold down the button, the higher and further the Charm goes.
- To pause the game at any time, press Start. To resume the game, press Start again.

You can keep track of your supply of Charms, current Charm selected, Z's remaining on the Dream-Meter and your score, by glancing at the Status Area at the bottom of the screen.

In each dream world, Barbie can use the different Charms on her Charm Bracelet, as well as Hidden Charms, to get past the obstacles standing in her way, earn extra Z's or score extra points.

Charm Bracelet Charms

In general, Barbie tosses these Charms to her friends (for example, her pet dog or pet bird in the Mall World), to get those friends to help her out.

- Bow Charms -- make a friend stop.
- Diamond Charms -- make a friend move.
- Heart Charms -- sometimes make a friend do something extra special.

To select a Charm, press Select until the Charm you want is highlighted. To toss the Charm to a friend, press the B button. The longer you hold down the button, the higher and farther the Charm will travel. The Charm must land exactly on the friend in order for it to work.

Hidden Charms

There are lots of magical Charms hidden in special places throughout each world. (Hint: Use the down arrow on your Control Pad to find them or jump in the right spot). But remember: In order to use these Charms, Barbie must first catch them.

These charms include:

- *B Charms* -- Turn Barbie invisible for a short time and let her move past obstacles unharmed.

- *Bubble and Star Charms* --Useful in overcoming obstacles. Once caught, they will appear on the empty ringlet of the Charm Bracelet and can be used immediately by pressing the B button.

  Star Charms cast a spell upon an obstacle, enabling Barbie to pass.

  Bubble Charms temporarily encircle Barbie in a protective bubble, knocking obstacles out of her way.

- *Z Charms* --Put extra Z's on the Dream-Meter, plus earn extra points.

Each of the worlds Barbie visits in her dream also includes Dream-Ups, items that reward Barbie with extra Z's on the Dream-Meter. Dream-Ups include things like *Coins, Pearls* and *Gold Records*.

To pick up a Dream-Up, simply move Barbie until she touches it. Sometimes, Barbie may have to use one of her Charms to get a friend to help her reach a Dream-Up.

Whenever there are already 9 Z's on the Dream-Meter, picking up a Dream-Up will earn extra points instead of extra Z's.

Because this is Barbie's dream, you can be sure that every world also features cool Glamour Items that Barbie just can't resist, like Perfume Bottles and Rhinestone Glasses. If you see a Glamour Item, be sure to pick it up, because you'll earn bonus points.

LOSING Z's/WAKING UP

Any time Barbie encounters an obstacle, she loses Z's on the Dream-Meter. And the more Z's she loses, the closer she gets to waking up from her wonderful dream.

Once Barbie loses all her Z's, the game ends. At this point, you can choose to send Barbie back to her dream at the level you left off or let Barbie wake up. Use the left or right arrow of the Control Pad to choose between the two options, then press the A or B button to make your selection. You will be able to re-enter Barbie's dream like this twice in a row, after which Barbie will automatically wake up and the game will start over from the beginning.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and telvision reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How To Identify And Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, STOCK # 004-000-00345-4.

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. EST on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Customer Service Department
   584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.

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